

CLAIMS

What is claimed is:

1. An apparatus for playing audio/video programs using a bank of networked audio/video players, said apparatus comprising:

a. means for storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;

5 b. means for storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;

c. means for inputting an instruction to play the audio/video program in the first audio/video player; and

10 d. means for, in response to the instruction input by said means (c), transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player.

2. An apparatus according to claim 1, wherein the audio/video program is played sequentially on the first audio/video player.

3. An apparatus according to claim 1, wherein the first portion is substantially larger than the second portion.

4. An apparatus according to claim 1, wherein the first portion accounts for approximately 85 to 95% of the audio/video program.

5. An apparatus according to claim 1, wherein the second portion is contiguous with the first portion.

6. An apparatus according to claim 1, further comprising means for causing content from the second portion to be integrated with content from the first portion to provide content for playing at a given point in time.

7. An apparatus according to claim 1, further comprising means for loading the audio/video program into the bank of networked audio/video players and means for automatically dividing the audio/video program into the first portion and the second portion upon said loading.

8. An apparatus according to claim 7, further comprising means for automatically selecting the second audio/video player.

9. An apparatus according to claim 1, wherein the audio/video program comprises a work that includes synchronized audio and video and is played sequentially by the first audio/video player.

10. An apparatus according to claim 1, further comprising means for storing a third portion of the audio/video program on a third audio/video player in the bank of networked audio/video players, and wherein also in response to the instruction input by said means (c), the third portion of the audio/video program is transferred from the third audio/video player to the first audio/video player.

11. An apparatus for playing audio/video programs using a bank of networked audio/video players, said method comprising:

a. means for storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;

b. means for storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;

c. means for inputting an instruction to play, in the first audio/video player, a composition that includes the audio/video program; and

d. means for, in response to the instruction input by said means (c), transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player.

12. An apparatus according to claim 11, wherein the audio/video program is played sequentially on the first audio/video player.
13. An apparatus according to claim 11, wherein the first portion is substantially larger than the second portion.
14. An apparatus according to claim 11, wherein the first portion accounts for approximately 85 to 95% of the audio/video program.
15. An apparatus according to claim 11, wherein the second portion is contiguous with the first portion.
16. An apparatus according to claim 11, further comprising means for causing content from the second portion to be integrated with content from the first portion to provide content for playing at a given point in time.
17. An apparatus according to claim 11, further comprising means for loading the audio/video program into the bank of networked audio/video players and means for automatically dividing the audio/video program into the first portion and the second portion upon said loading.
18. An apparatus according to claim 17, further comprising means for automatically selecting the second audio/video player.
19. An apparatus according to claim 11, wherein the audio/video program comprises a work that includes synchronized audio and video and is played sequentially by the first audio/video player.
20. An apparatus according to claim 11, further comprising means for storing a third portion of the audio/video program on a third audio/video player in the bank of networked audio/video players, and wherein also in response to the

instruction input by said means (c), the third portion of the audio/video program is
5 transferred from the third audio/video player to the first audio/video player.

21. A method of playing audio/video programs using a bank of networked audio/video players, said method comprising:

a. storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;

5 b. storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;

c. inputting an instruction to play the audio/video program in the first audio/video player; and

10 d. in response to step (c), transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player.